

ArtistDesign Workshop on Embedded Systems in Healthcare 2009

Elisabetta Farella

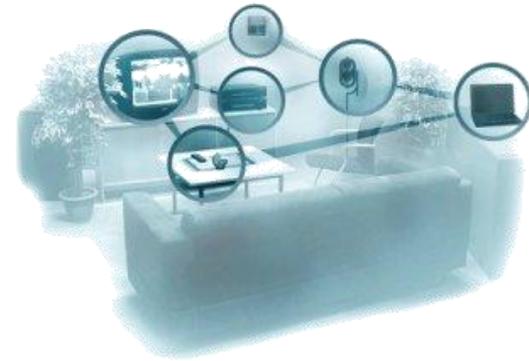
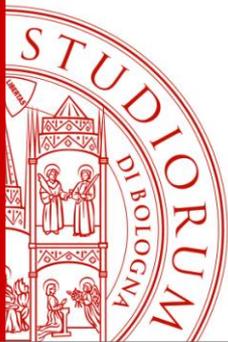
Sensing and Actuating in Assistive Environments

Abstract

Body Area Networks and Assistive Environments are attracting increasing attention as an answer to cope with issues arising from an aging population, to address prevention and early risk detection, to support people with chronic diseases or as a stimulus to provide health consciousness of people and improve their quality of life. However, interaction with end-users and caregivers must be introduced from the design phase and maintained in all implementation steps for smart system to be effective and offer viable solutions to societal needs.

Experiences from EU projects in the field of motor assessment and rehabilitation, such as FP6 SENSATIONAAL and FP7 SMILING, are presented as an occasion to reason on trends in technologies, application scenarios and user-centered design with specific reference to body sensor networks and smart devices for real-time feedback provisioning in motor rehabilitation and training.





Sensing and Actuating in Assistive Environments

December 7th, 2009

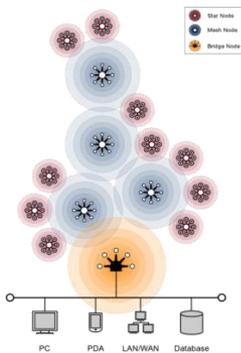
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Micrel Lab @DEIS

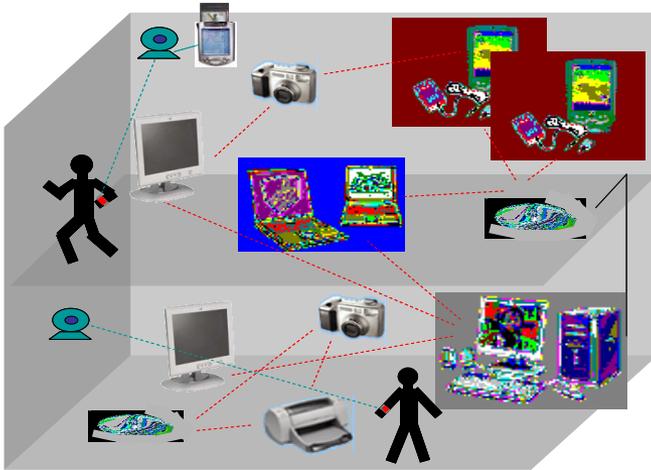
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WSN enabling AmI



Ambient Intelligence
electronic environments that are
sensitive and responsive to the
presence of people

AmI = Ubiquitous
computing + Ubiquitous
Communication+ intelligent
social user interfaces

-  Smart environments need “information feed” ⇒ sensors
-  Sensor data must be communicated, stored, processed ⇒ network
-  Networking anywhere, everywhere, little infrastructure ⇒ wireless

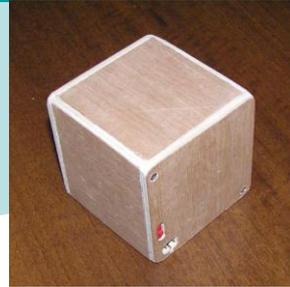
Ambient intelligence envisions a world where people are surrounded by intelligent and intuitive interfaces embedded in the everyday objects around them. These interfaces recognize and respond to the presence and behavior of an individual in a personalized and relevant way.

The “sensory system” of the intelligent ambient “organism”

Micrel Lab @ DEIS

Localization, HCI, user awareness, cooperative work and playtime

Smart Objects



All these are possible building blocks for healthcare applications

WSN as Enabling Technology

Wearable and BAN

Gestures, Natural Interfaces, HCI

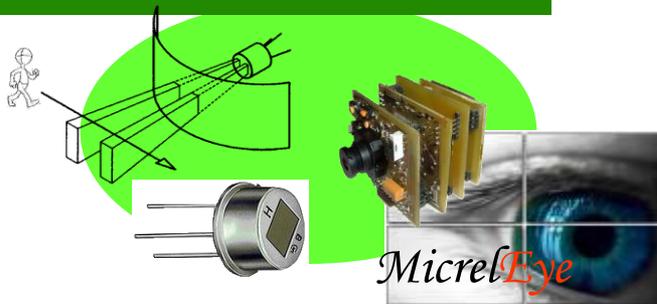


Bio-feedback, rehabilitation & training, assistive technologies

Static and dynamic posture and activity monitoring/recognition



Smart Environments

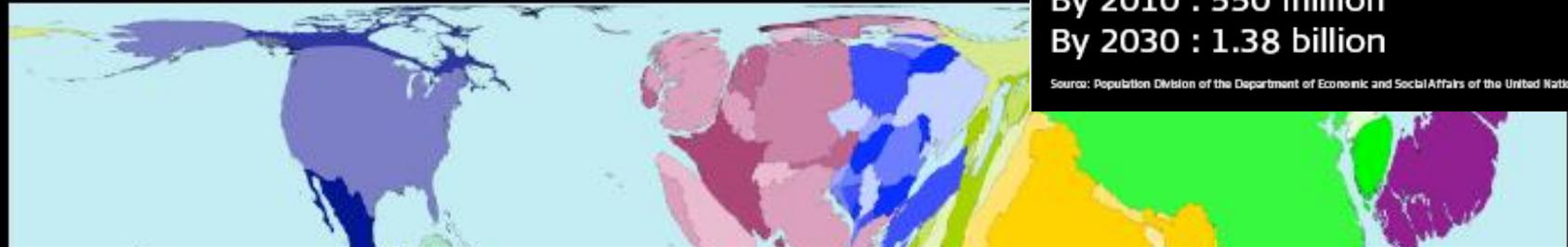


Pervasive Health – Why?

WORLD POPULATION OVER THE AGE OF 60.

In 2000 : 420 million
By 2010 : 550 million
By 2030 : 1.38 billion

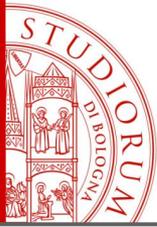
Source: Population Division of the Department of Economic and Social Affairs of the United Nations



- Social challenge: to preserve for as long as possible the **autonomy** and **independency** of ageing people, their Quality of Life (and the QoL of their relatives)
- Economic challenge: to **reduce the costs** for medical assistance to elderly people

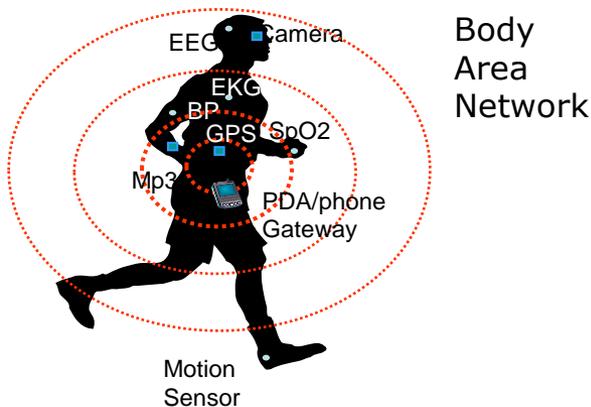
THE WORLDWIDE DISTRIBUTION OF PEOPLE OVER 65 YEARS OLD IN 2002.

Source : <http://www.worldmapper.org/>, © SASI Group (University of Sheffield) & Mark Newman (University of Michigan)



Pervasive Healthcare: How?

Use **Pervasive Computing** for day-to-day healthcare management to enable **real-time, continuous** patient monitoring & treatment



Features

- ❖ **Extends remote monitoring model** by enabling:
 - ❖ Physical presence of caregivers required only during emergencies
 - ❖ Improved coverage and ease of monitoring
- ❖ Utilize in-vivo and in-vitro **medical sensors**



Nano-scale Blood Glucose level detector Developed @ UIUC



Lifeshirt non-invasive monitoring Developed @ Vivometrics



Medical Tele-sensor can measure and transmit Body temperature Developed @ Oak Ridge National Laboratory

Applications



Home-based Care



Sports Health Management



Disaster Relief Management



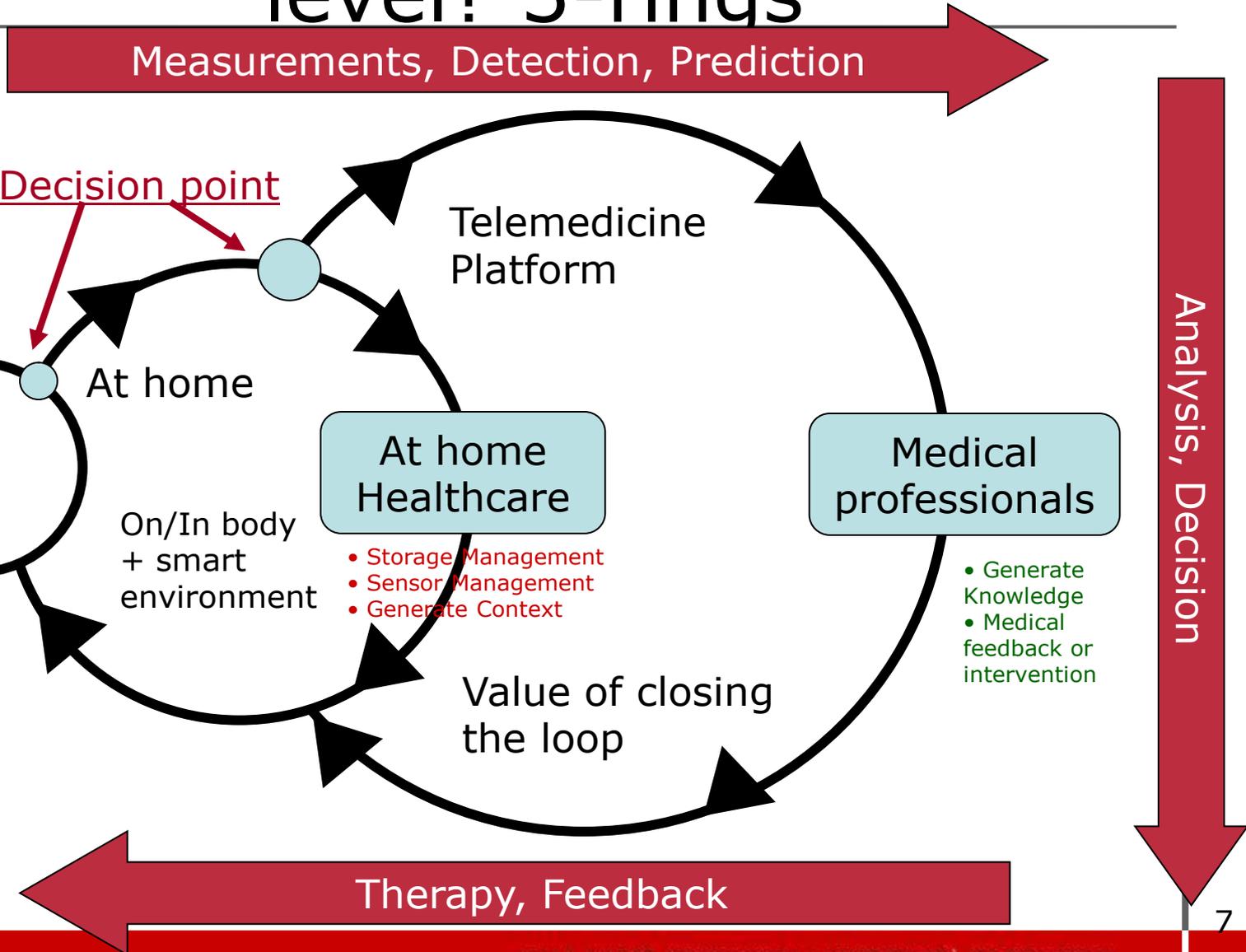
Medical Facility Management

- ❖ **Mobile** patients. **No time & space restrictions** for health monitoring
- ❖ Better **quality of care** and reduced medical errors
- ❖ **Early detection** of disorders and actuation through automated health data analysis

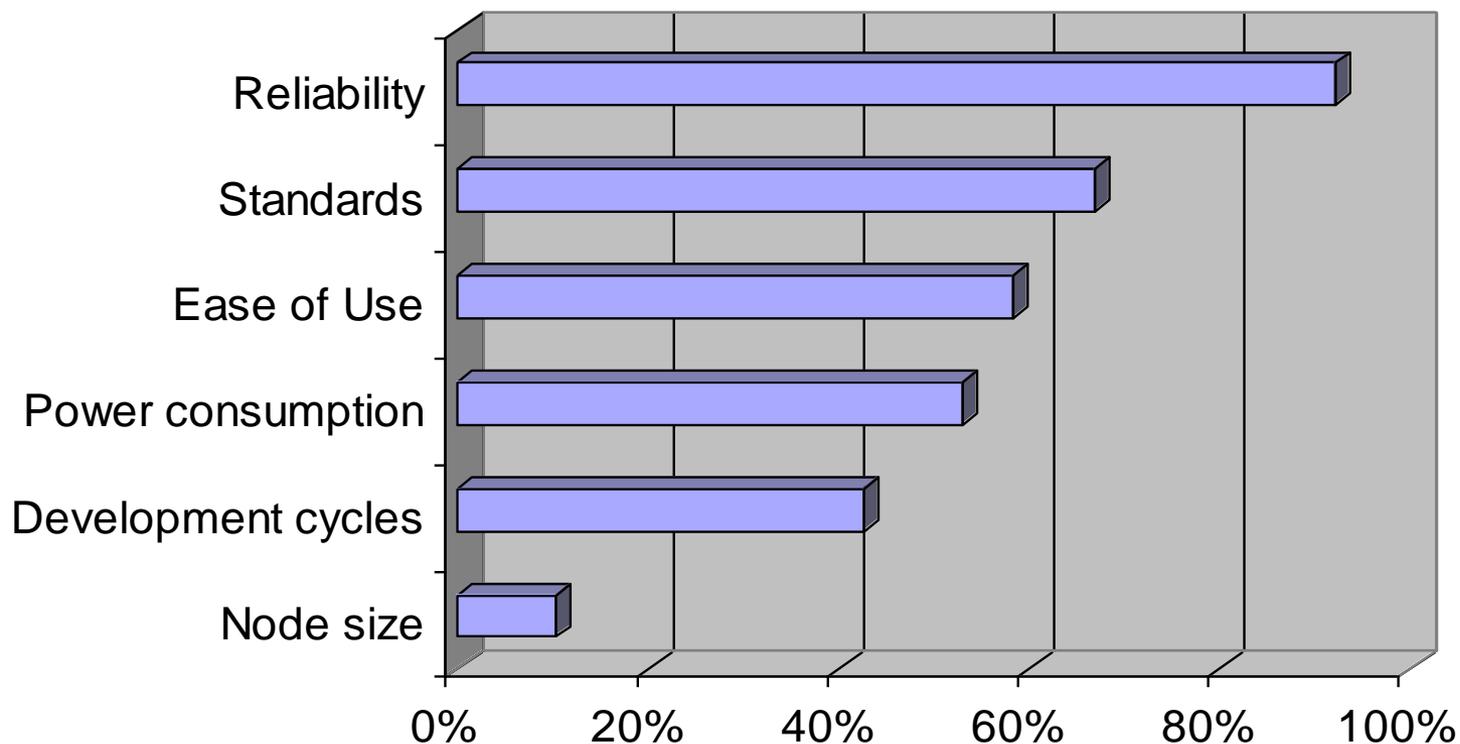
GOAL: Enable independent living, general wellness and disease management.



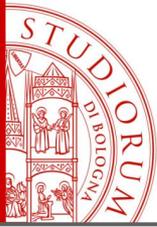
Pervasive Healthcare: at which level? 3-rings



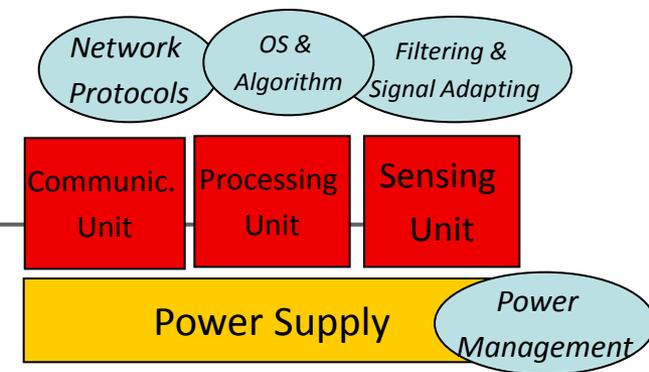
Barriers



- Usability factors: ergonomics, accessibility, costs, unobtrusiveness
- Lifetime, Mobility, Maintenance, Calibration, Overall Performance
- Interoperability



Is technology mature?



1. **The Sensor/Actuator**: A mature industry to begin with. Now low cost, low power, highly sensitive sensors, such as MEMS devices, are well down the high volume cost curve.
2. **Wireless Link**: Low cost, low power, robust wireless transceivers are being introduced at a very fast pace, but power consumption is not fully satisfactory yet. ULP microcontrollers are quite mature
3. **Energy Conversion**: Low cost energy storage and conversion devices are being launched that take advantage of silicon semiconductor cost models. Lots of room for analog design innovation.
4. **Harvesters**: Numerous energy harvesting start-ups are now funded. Harvesting devices are the least mature piece of the equation and therefore will set the pace at which Wireless Sensor/Control Networks proliferate
5. **Software programming**: not stabilized, no dominating solutions, lot of proprietary environments. Large-scale test-beds still needed

Practical experiences

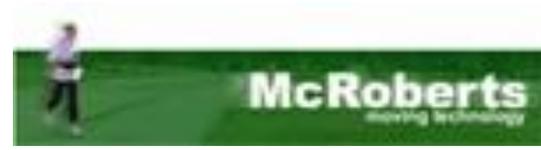
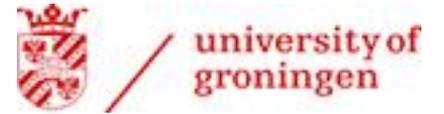
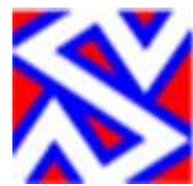
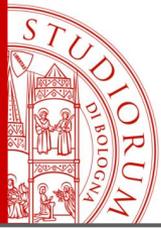
- Two EU projects on **motor impairments** rehabilitation, training and prevention

– **FP6 SENSATIONAAL** - *SENSing and ACTION to support mobility in Ambient Assisted Living.*

– **FP7 SMILING** - *Self Mobility Improvement in the elderly by counteracting falls*

SENSACTION-AAL





Movement means life

Mobility problems...

- have a very negative effect on an elderly person's life and health

Accidental falls...

- represent the sixth cause of death among elderly
- it is estimated that one in three people aged 65+ is at risk of falling
- for people aged 80+ the figure increases to one in two people

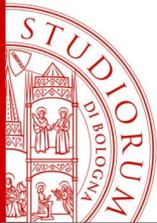


Home motor training – Why?

- ② It has been demonstrated that *physical activity based interventions* can improve motor and cognitive functioning and decrease risk of falls in older people, both with and without age-related pathology.
- ② Evidence suggests more effect when interventions take place over **longer time periods**, when interventions are **individually tailored**, and when interventions also include **exercises in the home environment**.

A.J. Campbell et al., *BMJ*, 1997
A. Ashburn et al., *JNNP*, 2007





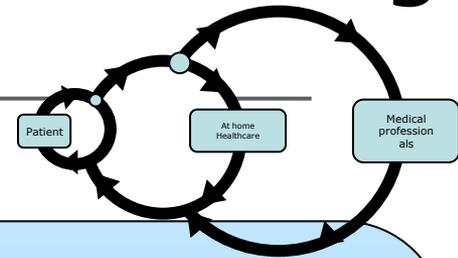
Needs to be covered

Importance to provide **accessible** systems and devices:

- that provide means to perform **customized, repetitive rehabilitation exercises directly at home** via closed-loop bio-feedback therapy. This will reduce patient discomfort and caretaker loads in terms of time and mobility.
- able to perform a **monitoring of mobility during daily life activities**. This will improve knowledge on quantity and quality of motor activity at home.
- that can remotely transmit alarm and raw data in case unrecovered **falls** are automatically detected. This will enhance daily home safety and security of elderly people living on their own and increase knowledge on falls.



The Paradigm: Sensing & Actuating



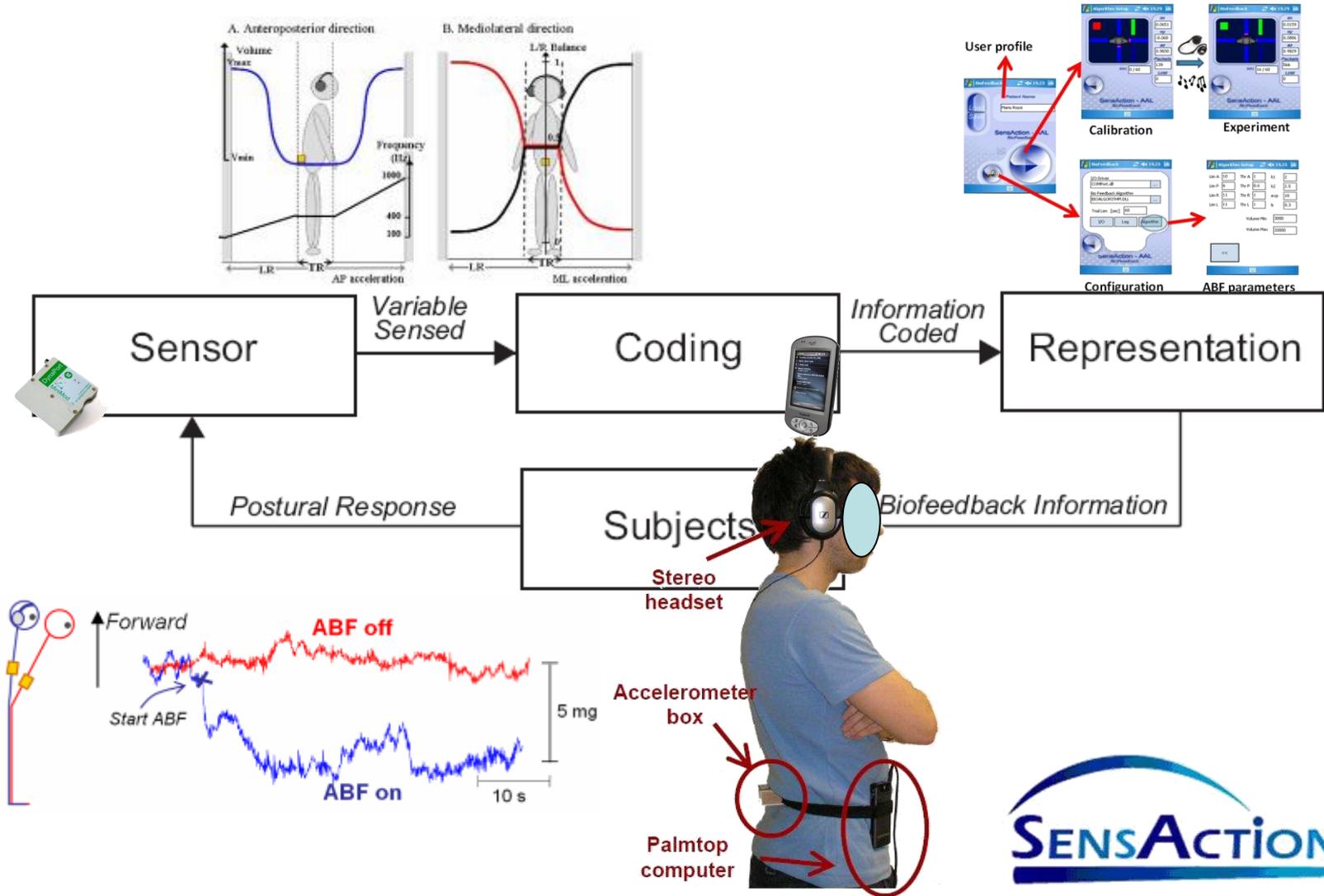
3 scenarios in SENSATIONAAL

Local
(e.g. home rehabilitation and training, QoL assessment for user-awareness, **short-term**, **real-time**, etc.)

Remote
(e.g. providing awareness of patient state after treatment to caregivers, **long term** analysis of behaviour, **off-line**)

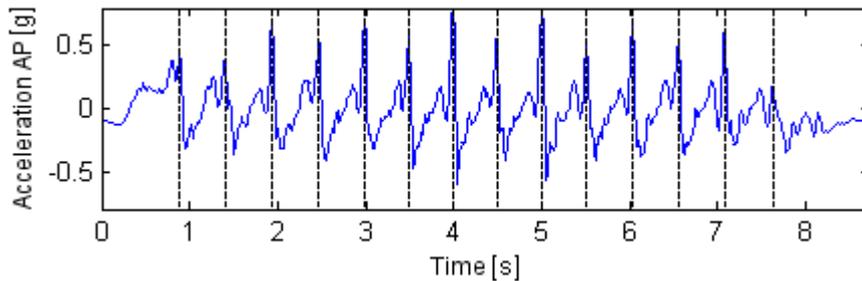
Local and Remote
(fast **reactive** detection of dangerous events, alarm dispatching to user and caregivers)

Closed loop scenario: Biofeedback for rehabilitation

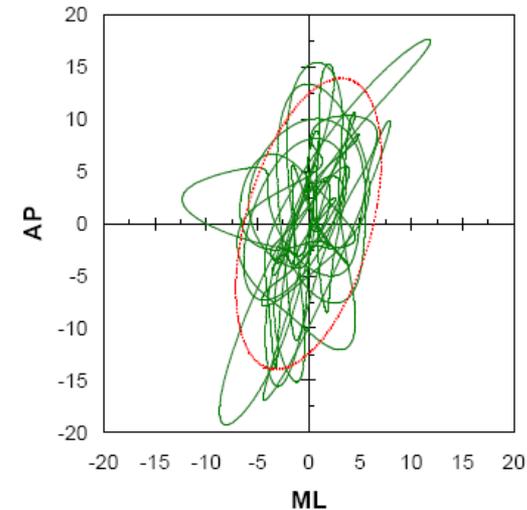


Multi-center standardised tests of standing, walking, and rising from a chair

Analyses of stepping patterns during walking

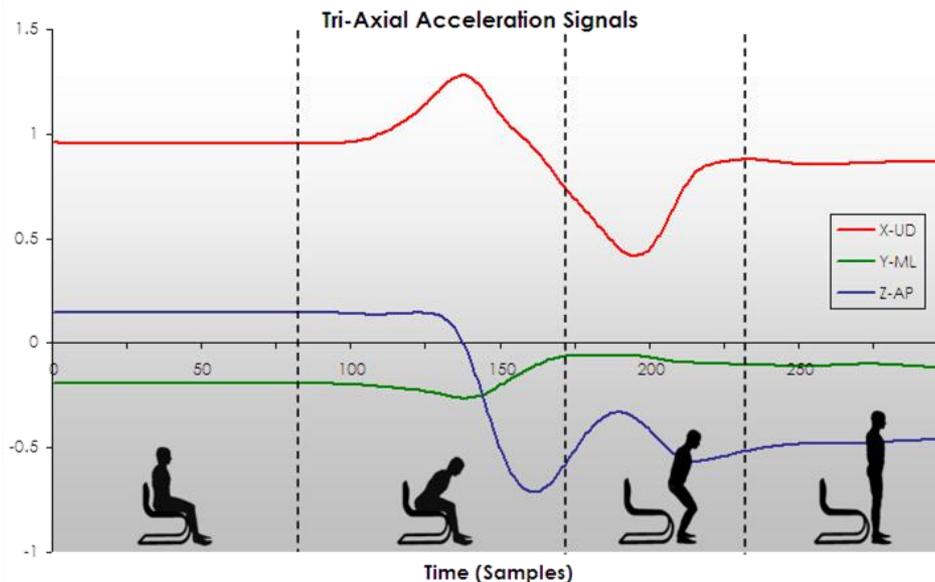


Sway related parameters during quiet standing



ABF tests on PSP and PD patients

Analyses of repeated Sit-to-Stand movements



Clinical validation trial

Methods

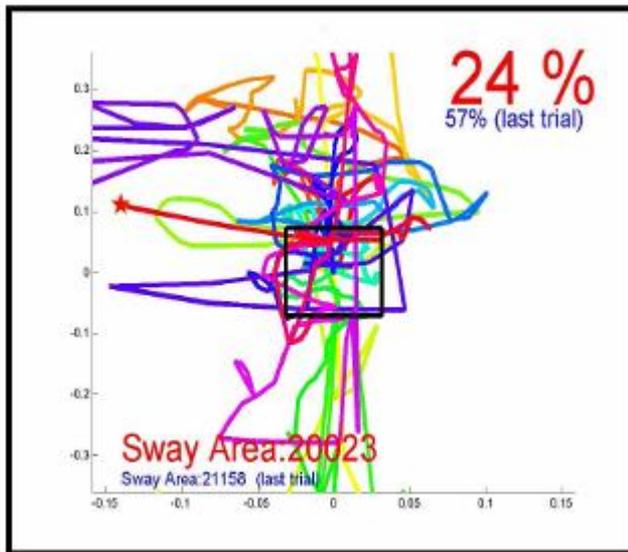
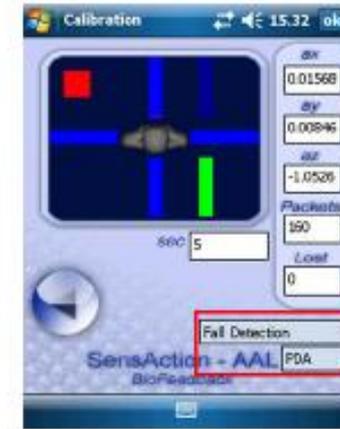
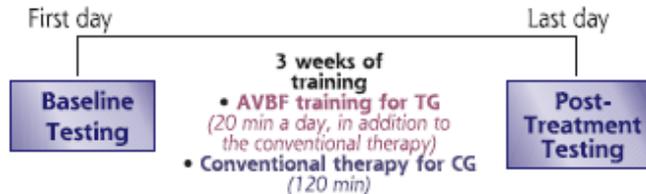
• Subjects

10 subjects with SCI, lesion level range C6-T6

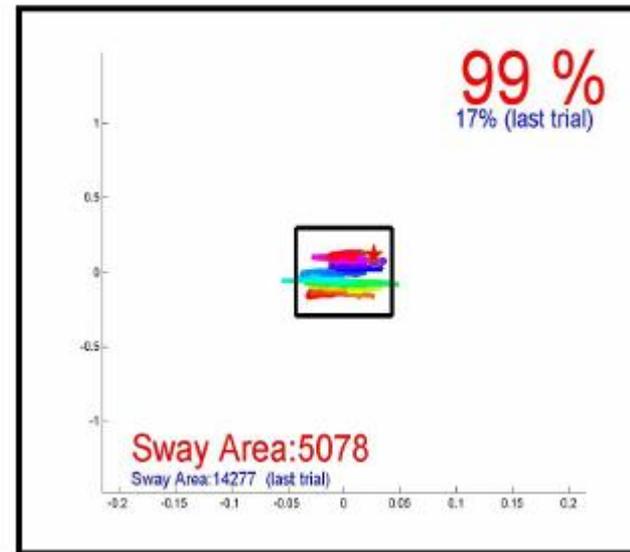
Patients were randomly assigned to:

- ÷ **TG**, treatment group, 6 subjects
- ÷ **CG**, control group, 4 subjects

• Protocol



First trial



Last trial

Aims of ABF-based training:

- To enhance upright Posture (in sitting & standing)
 - To improve ADL's (sit-to-stand)
 - To improve Dynamic Balance (stepping, reaching, and combination training)
- >370 training sessions in PD & PSP patients; (very) good adherence
 - Training sessions in the **home** situation suggest feasibility of "tele-training"
 - Pre-post analyses on clinical measures in 10 PD & 8 PSP patients show positive results (GDS improved of 30%)
 - Sensor based outcome measures are under analysis

Moreover, activity monitoring and fall documentation:

- Mobility Monitoring during daily life activities (lying, sitting, standing, locomotion... in PD and PSP pat.
- 25 reported falls => 19 verified falls in 6 subjects.



Users' perspective

- Patients enjoyed the training
- All patients were able to correctly follow the audio information
- Some reported they were able to “still hear the feedback at home”
- They reduced their number of falls
- Increased awareness and concentration
- Well suited for different disease severity



Interaction with end-users in Close loop scenario



General architecture fixed:
Hybrid node (3acc, 3gyros), BT, SD card, PDA, audio-feedback



Design concept & exploratory prototypes

Hybrid Node v1

HW-SW development started

Hybrid + Decision Remote control

ABF v2.1 Multiple audio cues

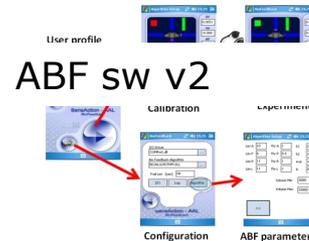
ABF v2.2 & v.2.3 Exercises, Calibration & hearing tests, first Home Version

M27-36 refinements, assistance and tuning



Exploratory prototypes

Basic ABF sw v1 on PDA

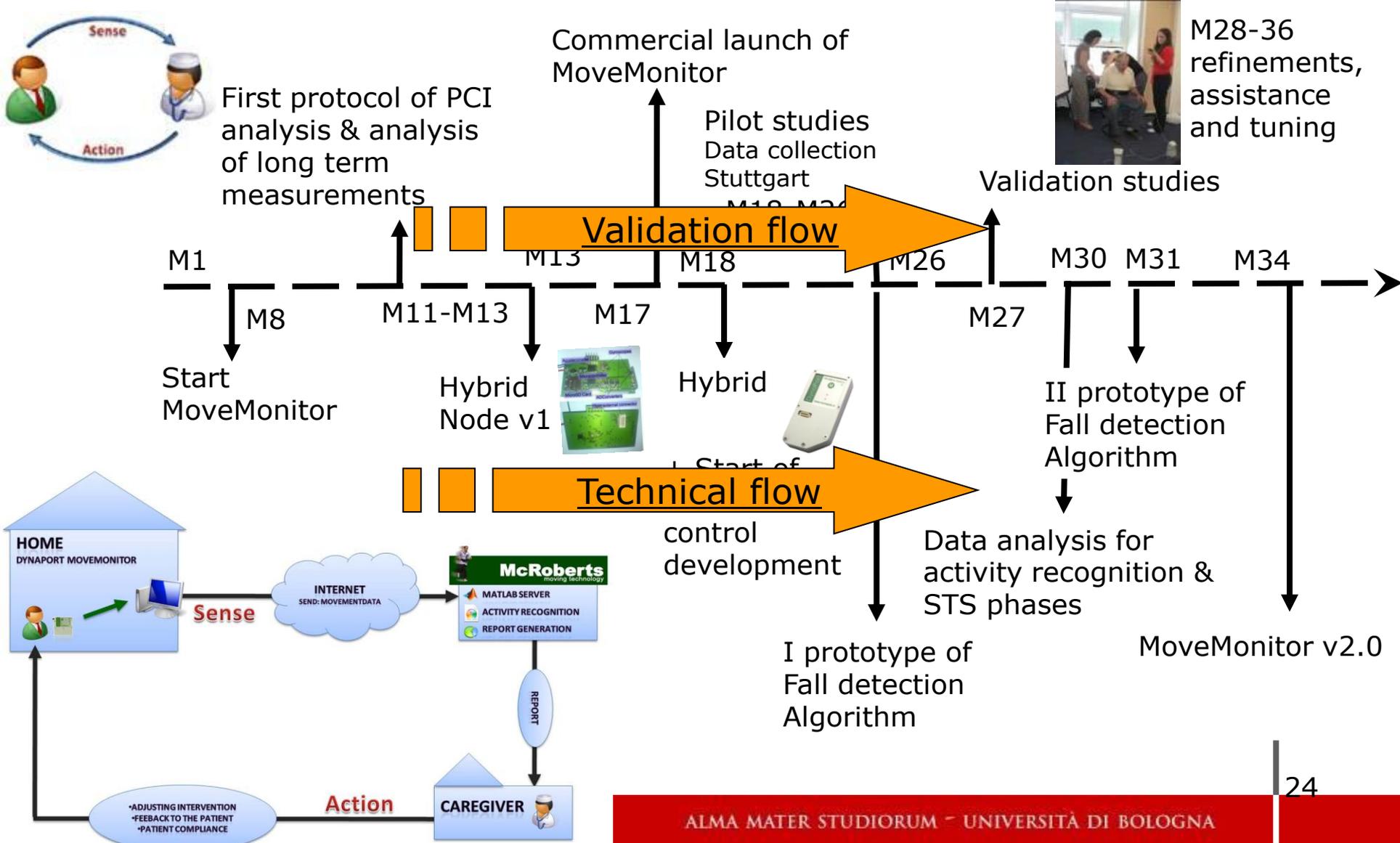


• ABF software final

- Hearing tests
- Multiple audio cues
- Calibration
- Exercise (e.g. STS)

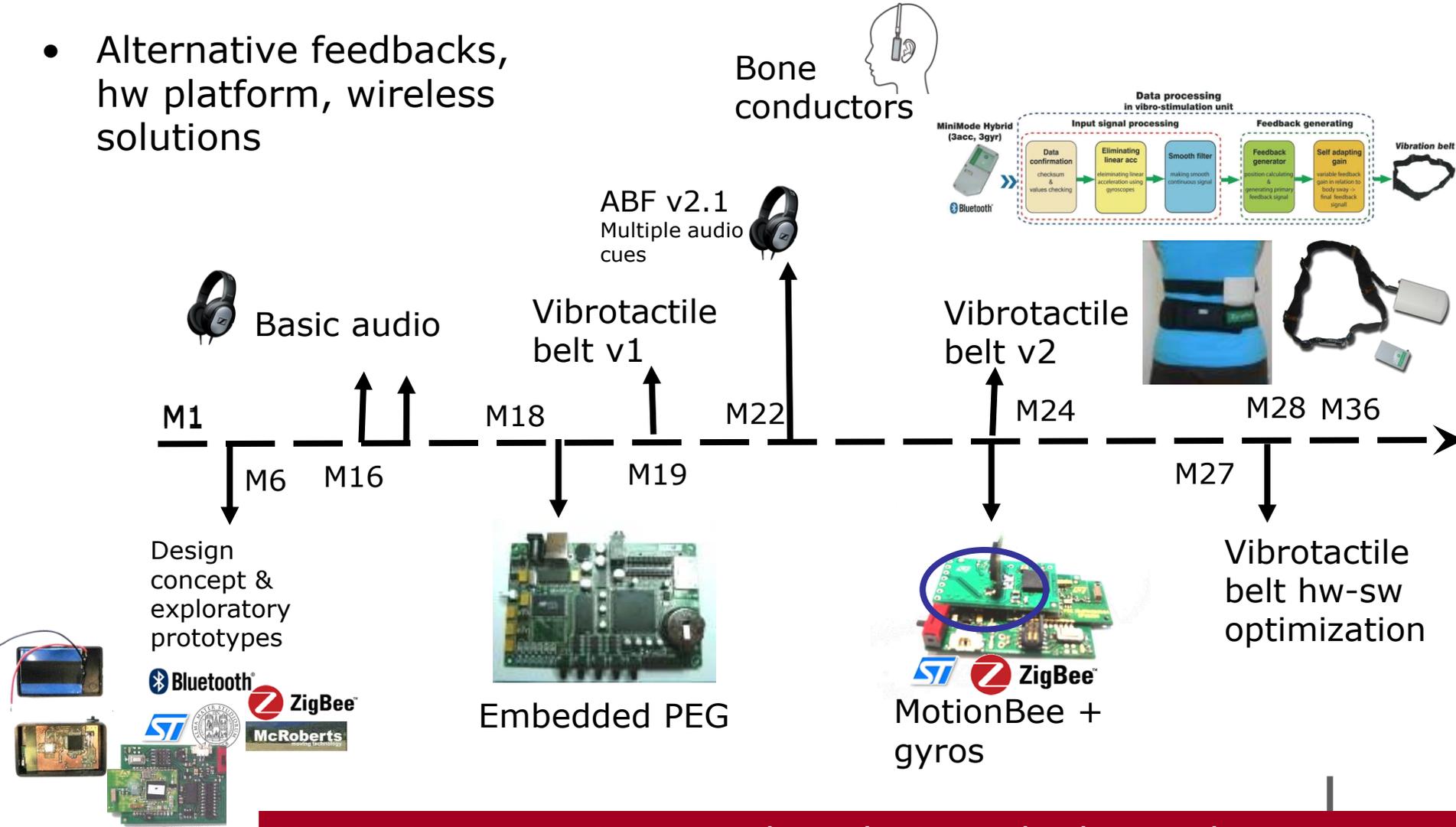
- Opt Home version
- Long loop sw

Again... in Long-term monitoring



Exploration of alternative solutions

- Alternative feedbacks, hw platform, wireless solutions



Not just an exercise -> real products and advanced prototypes!

A good example of...

- Technology design and implementation NOT separated from its use and end-users requirements and needs
- Good practice of cooperation between industrial and academic partners – tech transfer happened bi-directionally

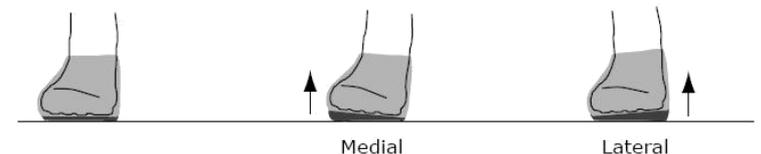
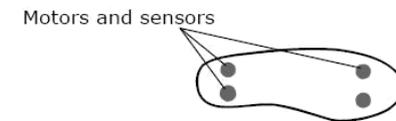
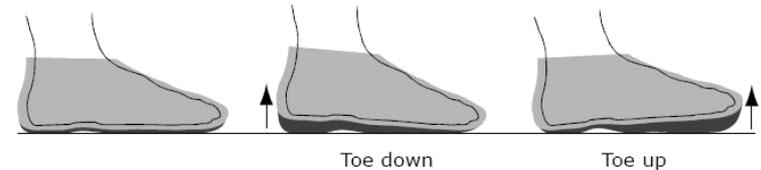




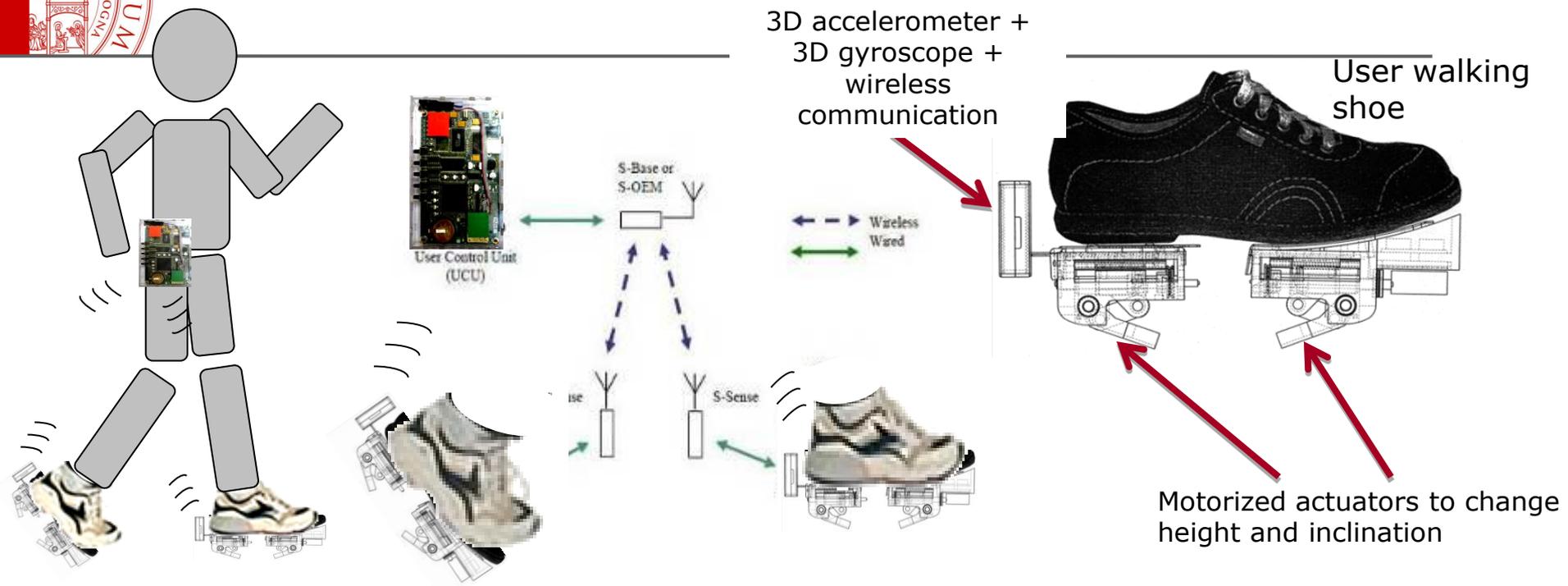
SMILING & Fall Prevention: a mechatronic training device

- FP7 SMILING aims at enhancing elderly persons capability to avoid falls by re-training patient's walking procedures.
- SMILING walking training is based on perturbations of the gait cycle to empower reaction capabilities.

The basic idea: a “shoe” able to change is height and inclination during the swing phase of gait



General Architecture



- Perturbations are changes of inclination of the shoe sole in the range ± 4.5 degrees in sagittal and frontal plane and change of height up to 20 mm
- The user control unit coordinates the training:
 - Downloading a personalized training program in the shoes
 - Enabling the user to start, stop, pause the system
 - Providing feedback, support and assistance to user while performing the training

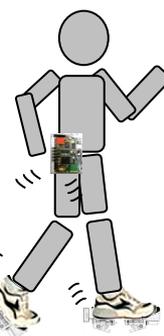
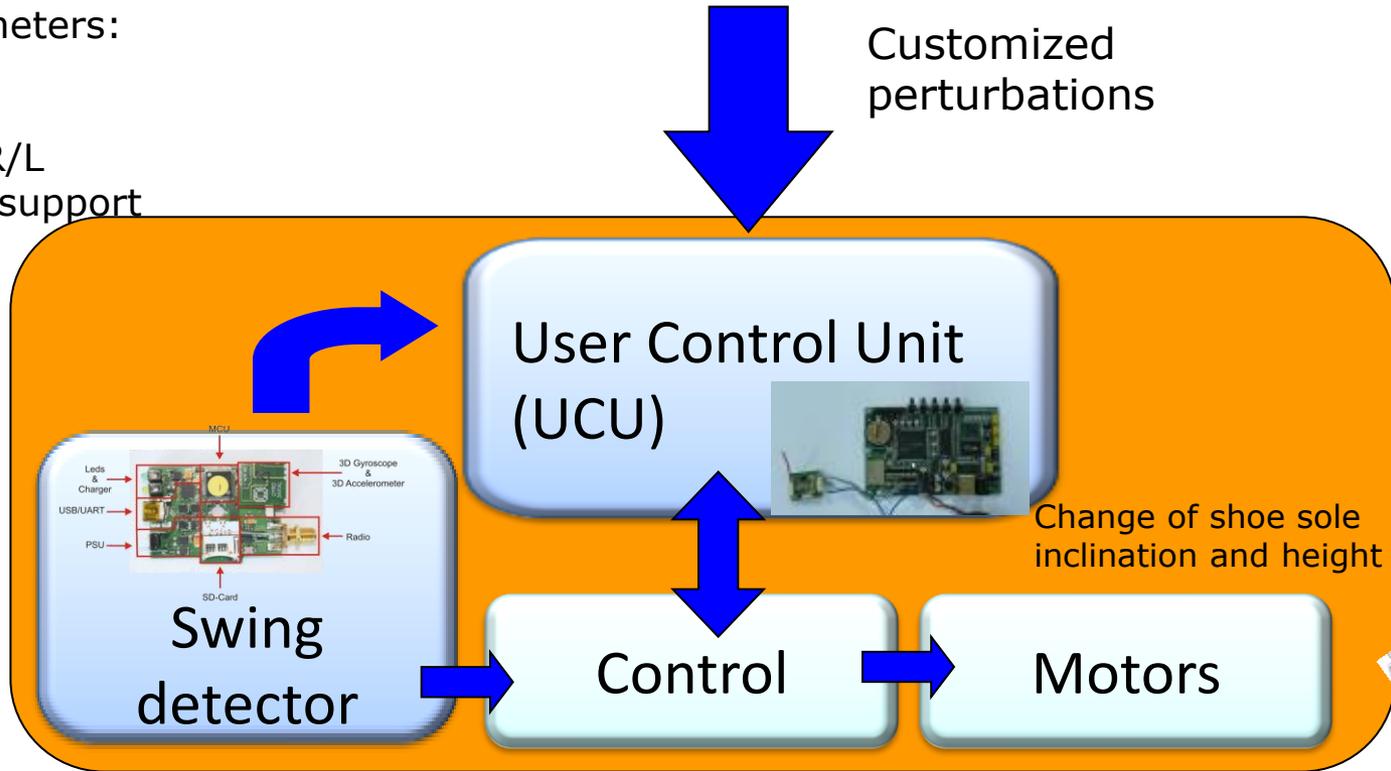
Phase I:
User &
clinician



- Basic gait parameters:
- Gait velocity
 - Stride length
 - %Swing time R/L
 - %Total double support

Customized perturbations

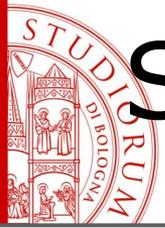
Phase II:
User
training



Ergonomics & safety

- Power Supply
 - Power consumption and lifetime
 - Power management (output stage on/off)
 - Battery Type
 - Short circuit Protection
 - Temperature Protection
- Electronic System (uC Based)
 - Reliability of Operation
 - Sensor and Actuator Management
 - Real Time operation
 - Thermal Management
- Wireless Communication
 - Real Time Communication
 - Reliability of Operation





Shoe mechanics & electronics



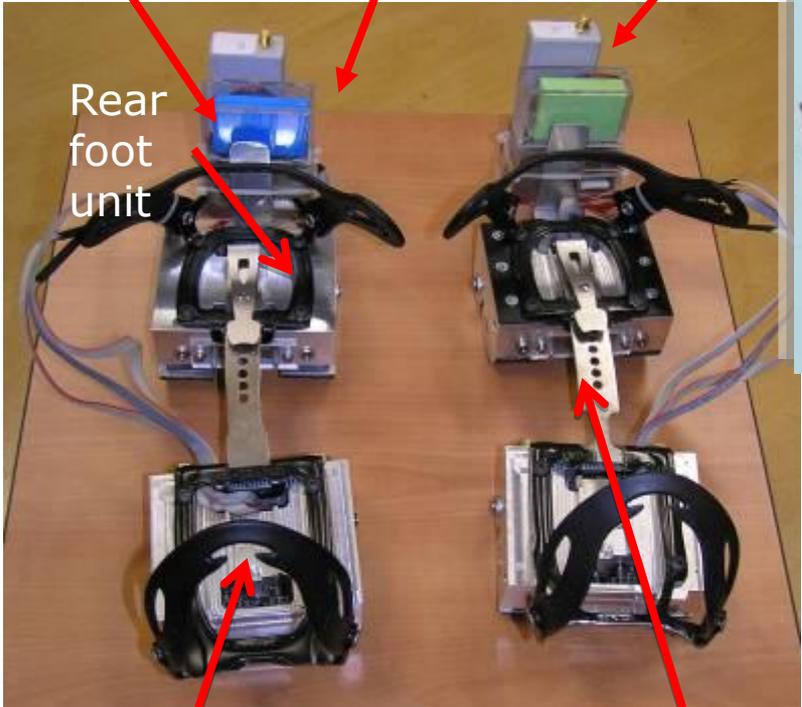
Battery

Electronics

Swing detector/
wireless
communication unit



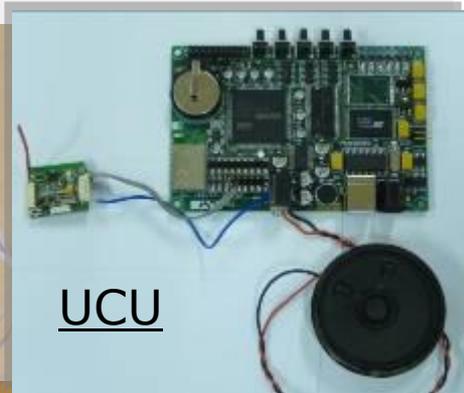
Actuators



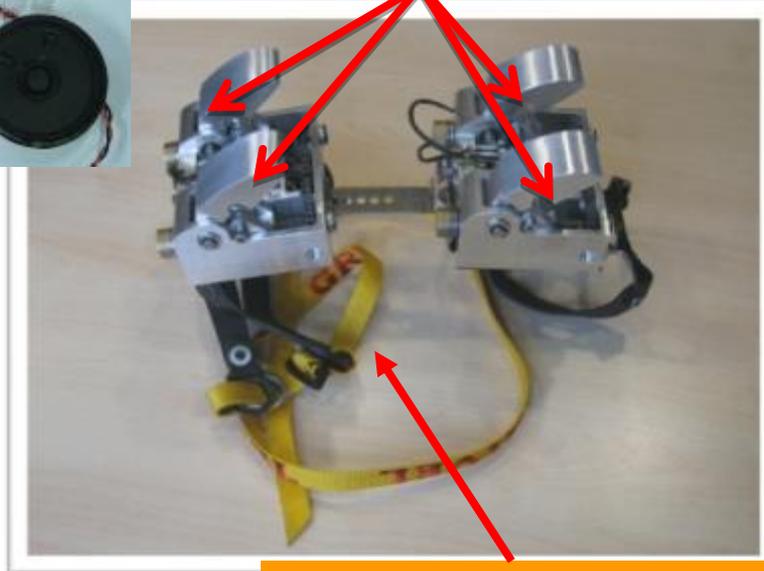
Rear
foot
unit

Fore foot unit

Adjustable
length



UCU



Strip to fix to the shoe



Lesson Learned ?



- Smiling is still an on-going project
 - Technical design guided by interview to target users
 - Dummy shoes to test shoe weight and height
- HOWEVER
- Integration is a big issue!!!
- Challenges: Ergonomics and safety
- Personalization of training, multi-language, supportive audio messages
- User-centered design and design 4 acceptability → Devices to empower the user, augment QoL and self-confidence

Conclusions

- ICT technologies may offer novel chances to support the natural ageing process and counteract disability
- Wearable sensing and actuation technologies empower the user to self-care transforming the way people, including the aged, interact with their own health, raising their awareness
- Tight cooperation between clinical and technological experts doubles the value of smart devices and shortens the route to market





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Thank you for the attention!